

1. MACHINE LANGUAGE BALLY NOTES

LOCATIONS	23	22	21	20	100
	1	1	1	1	
	2	2	2	2	
	4	4	4	4	
	8	8	8	8	
	16	16	16	16	
	32	32	32	32	

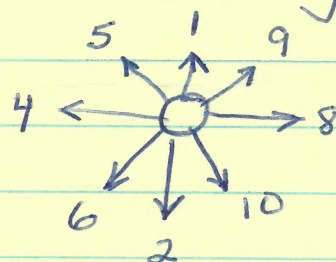
Key values

LOCATION

15 = 1

16 = 16 WHEN TRIGGER PULLED ON CONT #1

16 = Joy STICK



28 = CNTR KNOB 1

29 = " " 2

30 = " " 3

31 = " " 4

17 CNTR #2 TR 16

18 #3 TR 16

19 #4 TR 16

\$ () check \$ + Key Pressed
used

memory \$16 = master oscillator
\$18 = A
\$19 = B
\$20 = VIBRATO C

BALLY BASIC NOTES

1. $\$(8) = 255$ WILL RESET MACHINE
2. $\$(9)$, $\$(10)$ work on screen
3. $\$(22)$ NOISE
4. $\$(4) =$ value flash screen
5. GOSUB A where A = valid line works.
IF. 10 A = 10
20 GOSUB A) VALID
6. $\$(0)$ causes FLASHING + OUT OF FOCUS
7. $\$(0) = 0$ BLACK SCREEN
8. $\$(10) = 0$ ERASE + NO PRINT ✓
9. $\$(10) = 128$ HALF SCREEN Display
10. $\$(13)$ wiped out PGM
 $\$(13) = 0$ Resets Like (H) Key
 $\$(13) = 255$ Produced a Long Tone, UNINTERRUPTED
 $\$(13) = 7$ TONE + SCREEN PATTERN
 $\$(13) = 4$ BLACKS SCREEN THEN RESETS
 $\$(13) = 5$ MANY PATTERN + TONE

11. $\$(14) = 240$ ~~rests~~ machine

12. : RETURN at beginning of PGM
+ WORDS RUN + GO at end of
PGM TO tape will auto start PGM.